

1. Networking

1.1. First appearance in English

- Geneva Bible (1560)

- Thou shalt make unto it a grate like neworke of brasse. *Exodus 27:4*

- KJV

- And thou shalt make for it a grating of network of brass; and upon the net shalt thou make four brazen rings in the four corners thereof.

1.2. Samuel Johnson's *Dictionary*

- “Any thing reticulated or decussated, at equal distances, with interstices between the intersections.”
 - Jack Lynch. Samuel Johnson's *Dictionary*, Selections from the 1755 Work That Defined the English Language.

2. Networks--a human tool

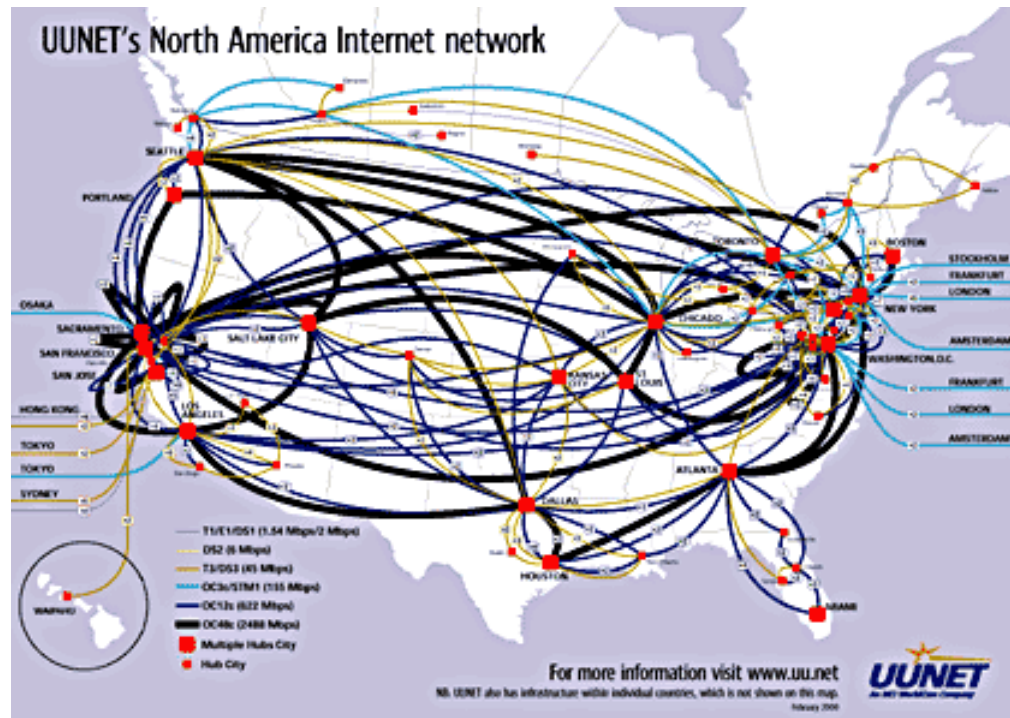
2.1. But first, two concepts

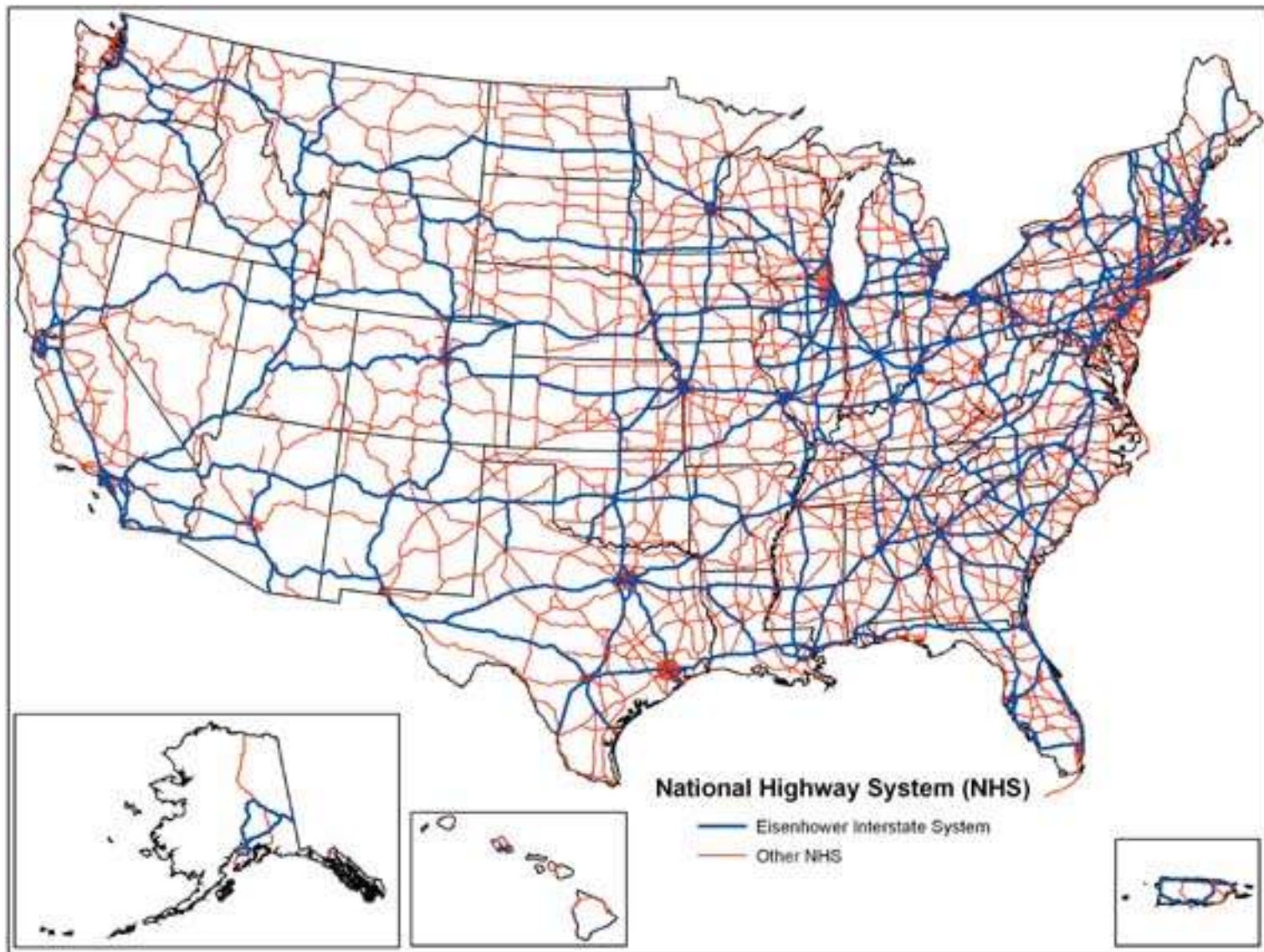
full mesh

partial mesh

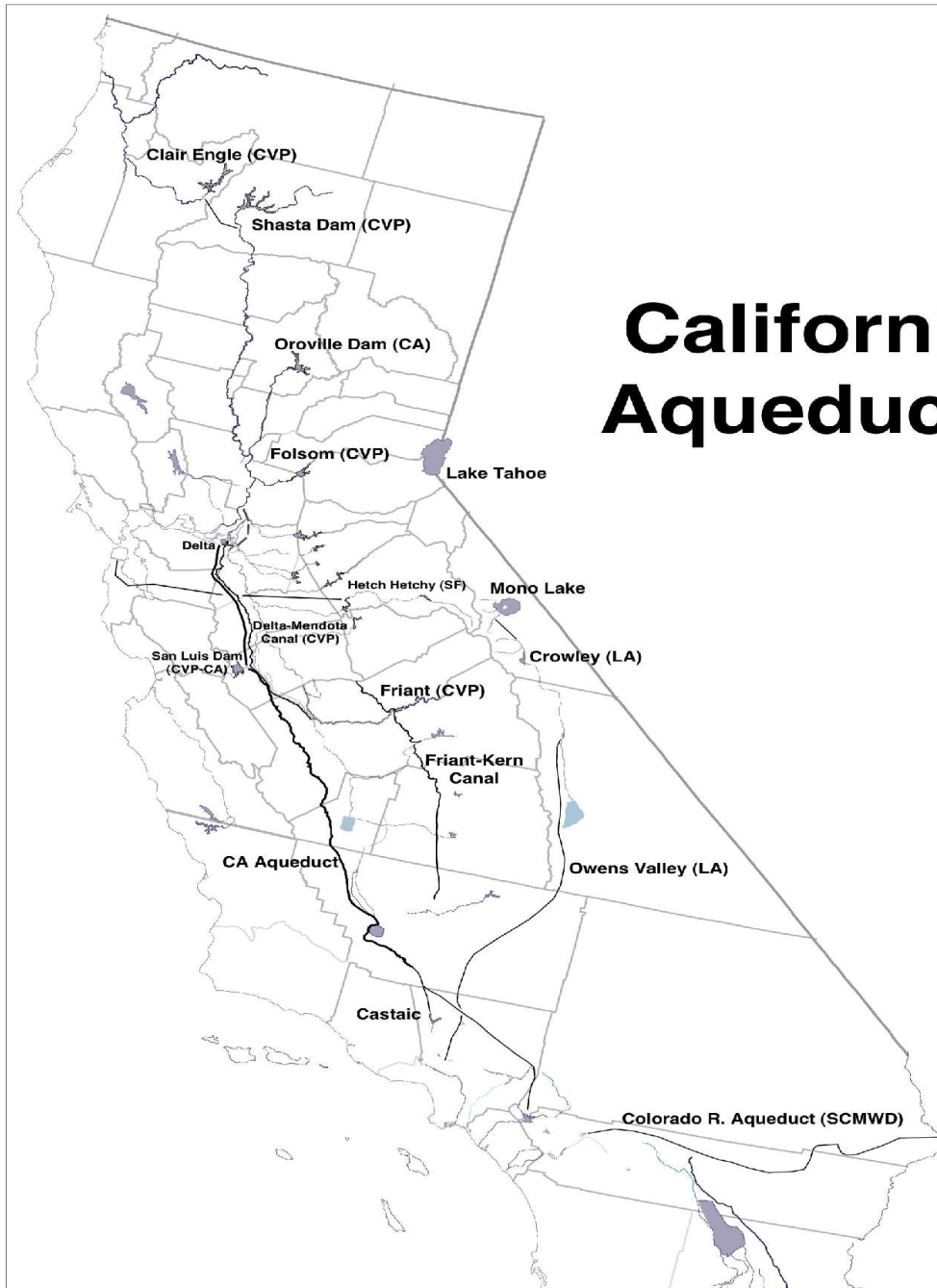
2.2. Network maps

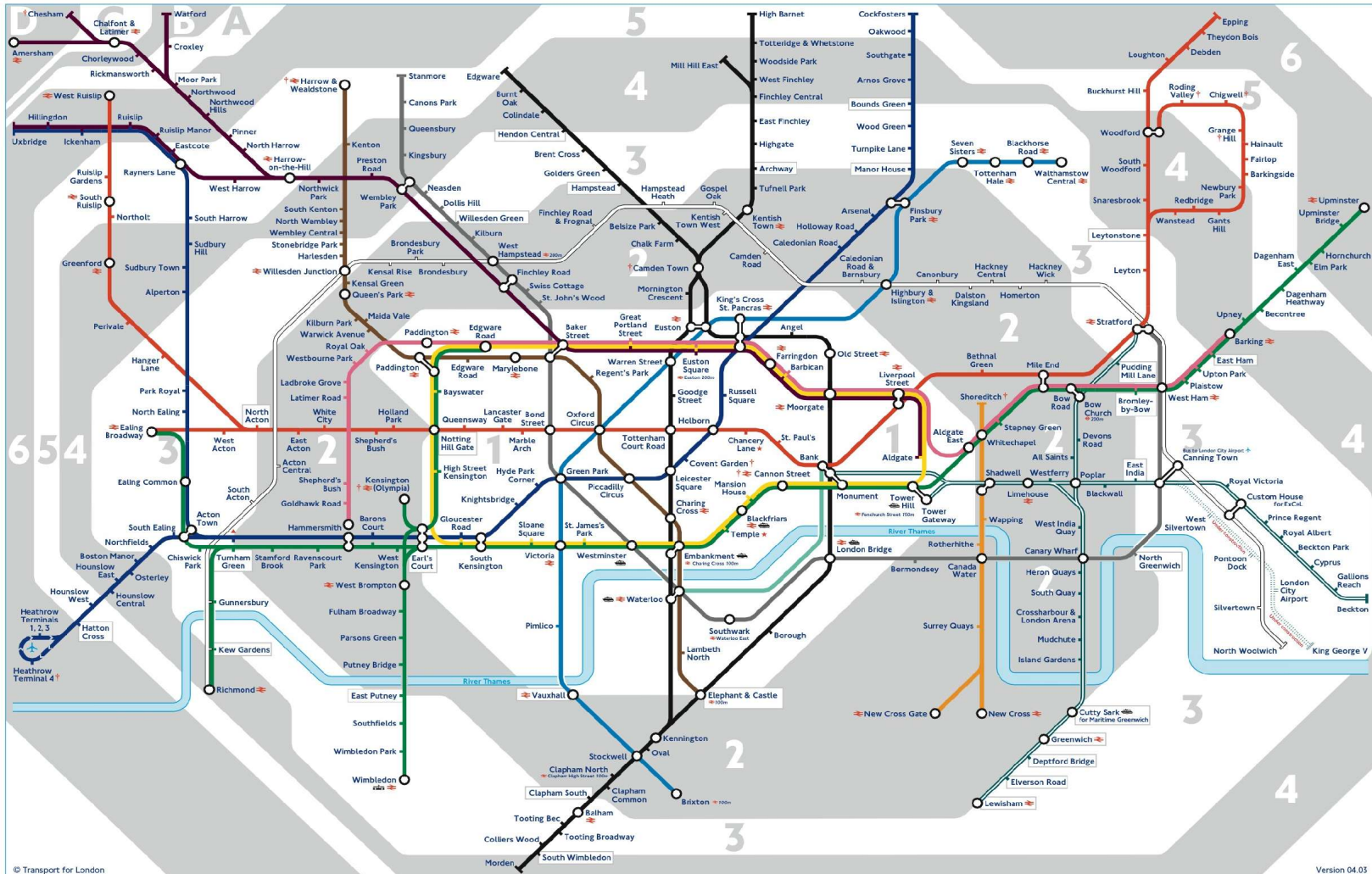
UUNET's North America Internet network





California Aqueducts





Key to lines

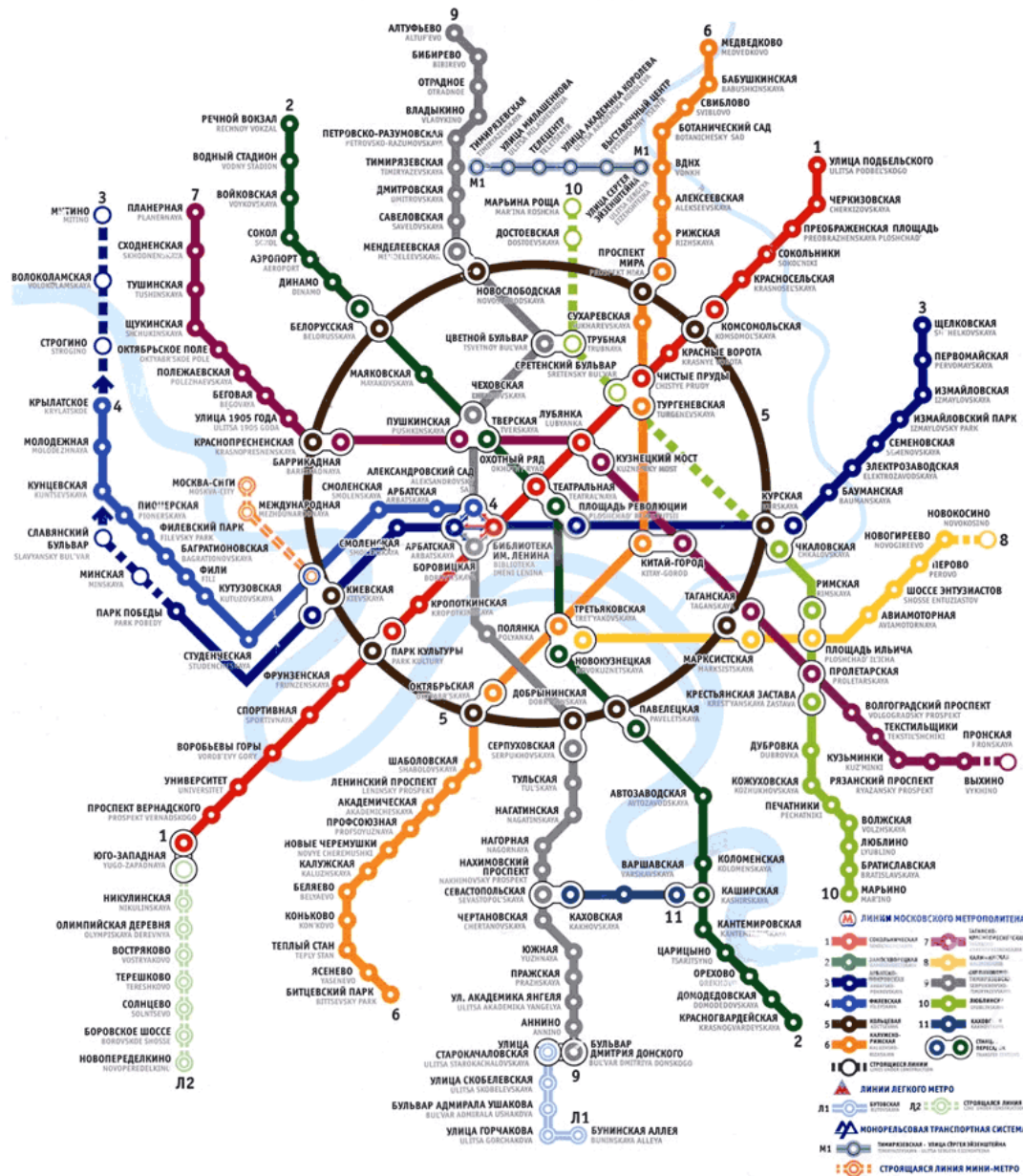
	Bakerloo	Special to and from
	Central	No service
	Circle	Cannot Closed
	District	Cannot Closed
	East London	Shoreditch to 1530 to Closed
	Hammersmith & City	No service late evening
	Jubilee	
	Metropolitan	For Chesham most to On Sun to Camden
	Northern	No entrance between Heathrow Monday No service
	Piccadilly	
	Victoria	
	Waterloo & City	0615 to 0800 to
	DOCKLANDS	
	National Rail	Single journey or Customer

Certain stations are closed on

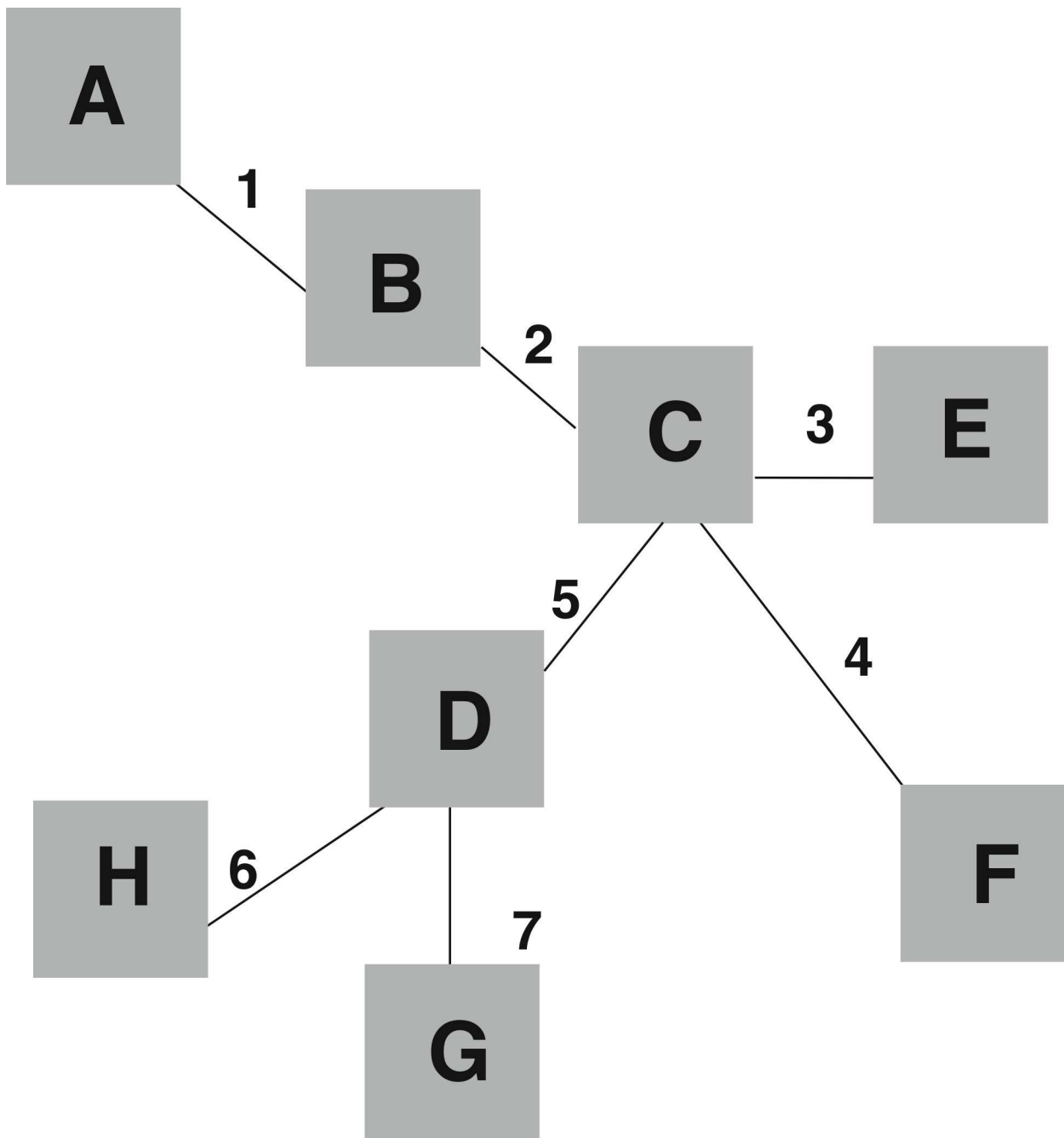
Key to symbols

- Interchange stations
- Connections with National Rail
- Connections with River Bus
- Airport interchange
- Connection with Tramlink
- Closed Sundays
- Served by Piccadilly line to Heathrow early morning and late evening

RAPID TRANSIT SYSTEMS OF MOSCOW

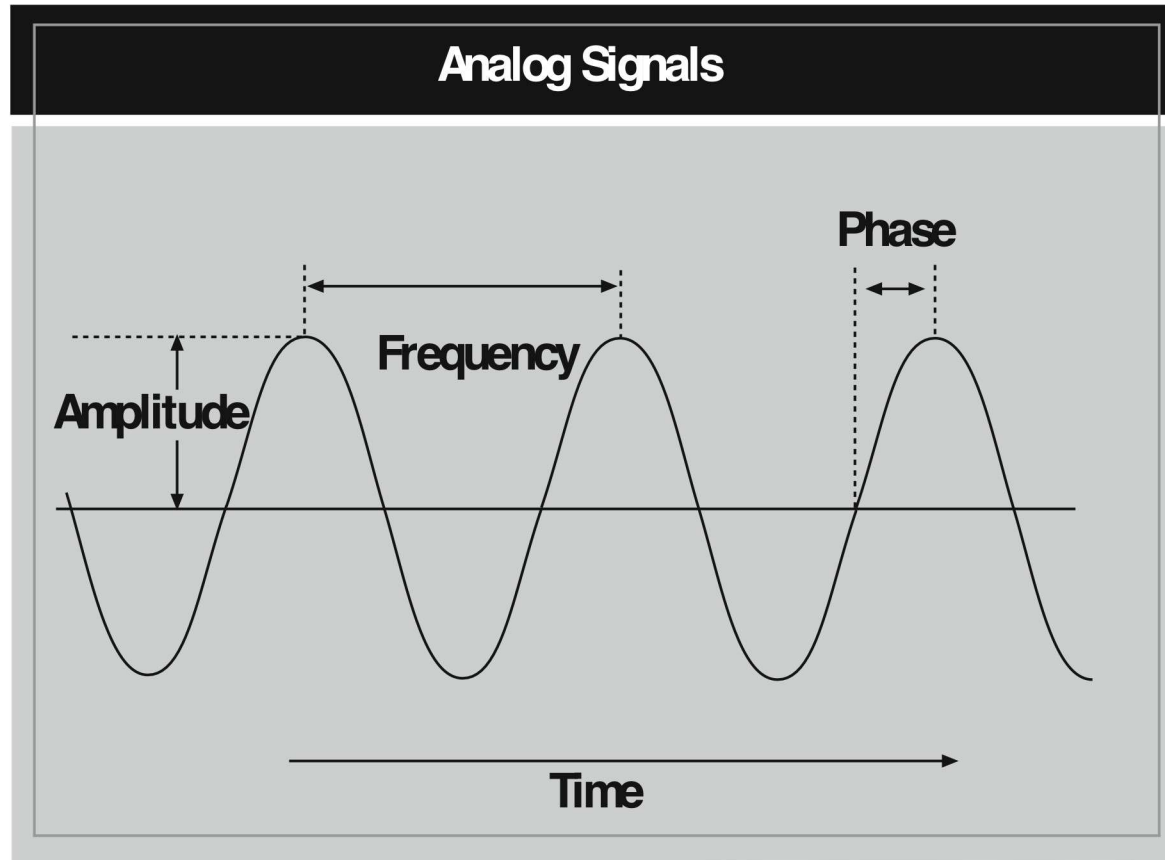




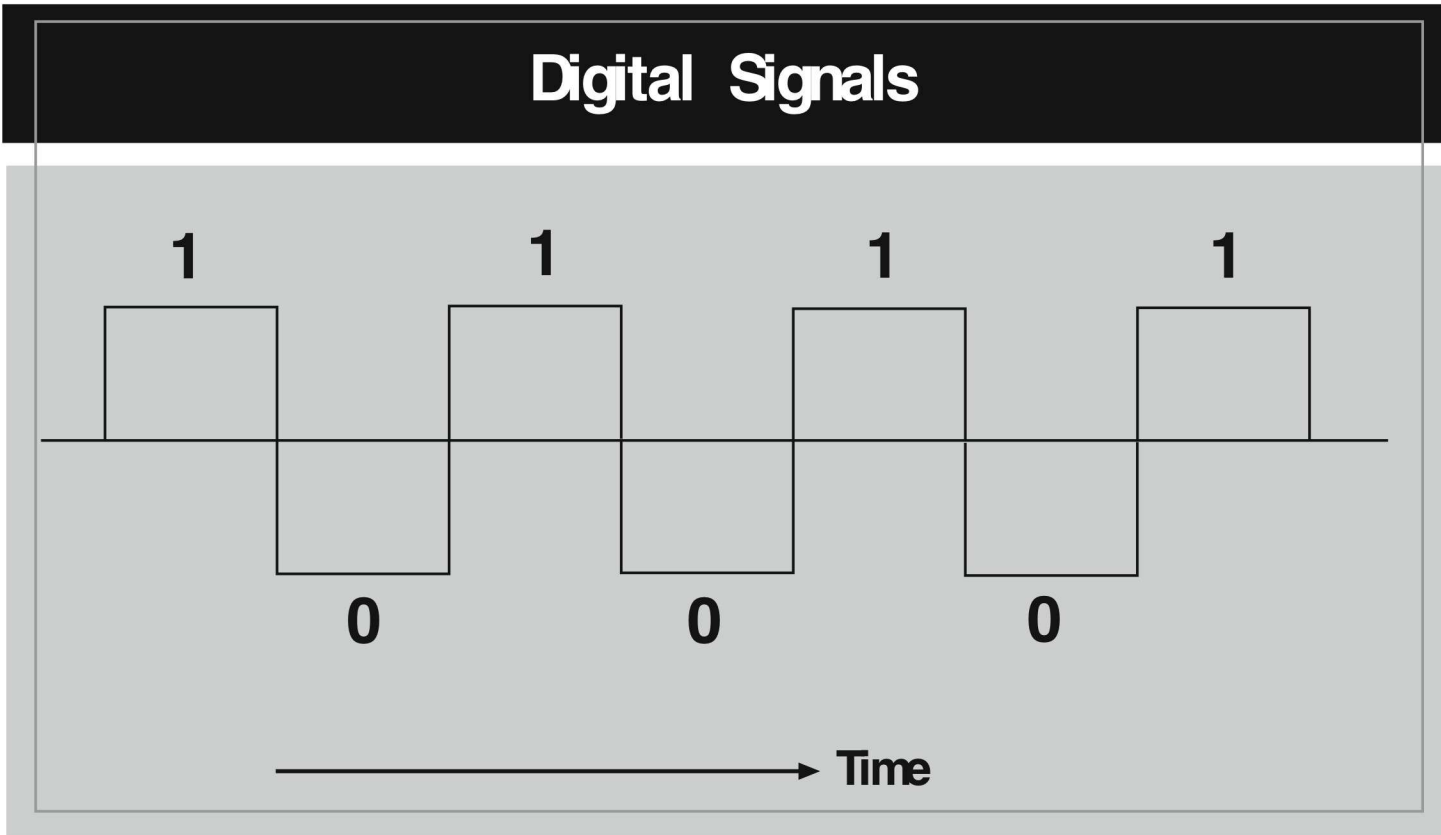


3. Signalling

3.1. Analog



3.2. Digital



3.3. Digital signals/formats are better for most current purposes

- Analog - “generations”
- DSP - Digital signal processing
 - Copies as good as (or better) than the original

3.4. Analog networks

- Ma Bell
- Circuits--“circuit switched”

4. Digital Computer Networks

- Packets and frames
- “Packet switched”

4.1. OSI Reference Model

OSI Reference Model

7 Application

6 Presentation

5 Session

4 Transport

3 Network

2 Data Link

1 Physical

- All People Seem To Need Data Processing

OSI Reference Model

7 Application

6 Presentation

5 Session

4 Transport

3 Network

2 Data Link

1 Physical

4.2. Protocols

- Rules for communications
 - TCP/IP
 - IPX/SPX
 - IEEE 802.3 (Ethernet)
 - SONET

4.3. Standards

- Agreed upon principles behind communications protocols

4.4. Code

- Any standard relationship between signal and meaning.

OSI Reference Model

7 Application

6 Presentation

5 Session

4 Transport

3 Network

2 Data Link

1 Physical

4.5. LANs and WANs

- LAN = Local Area Network
- WAN = Wide Area Network

5. Tripping through the layers

5.1. LANs first

5.1.1. Layer 1

- Media
 - Wires, cable, etc
 - WiFi
- Signalling
 - Electrical
 - Optical (light)

5.1.2. Layer 2

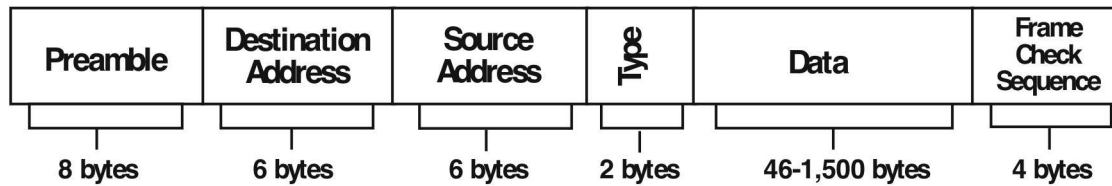
5.1.3. Packets (or frames)

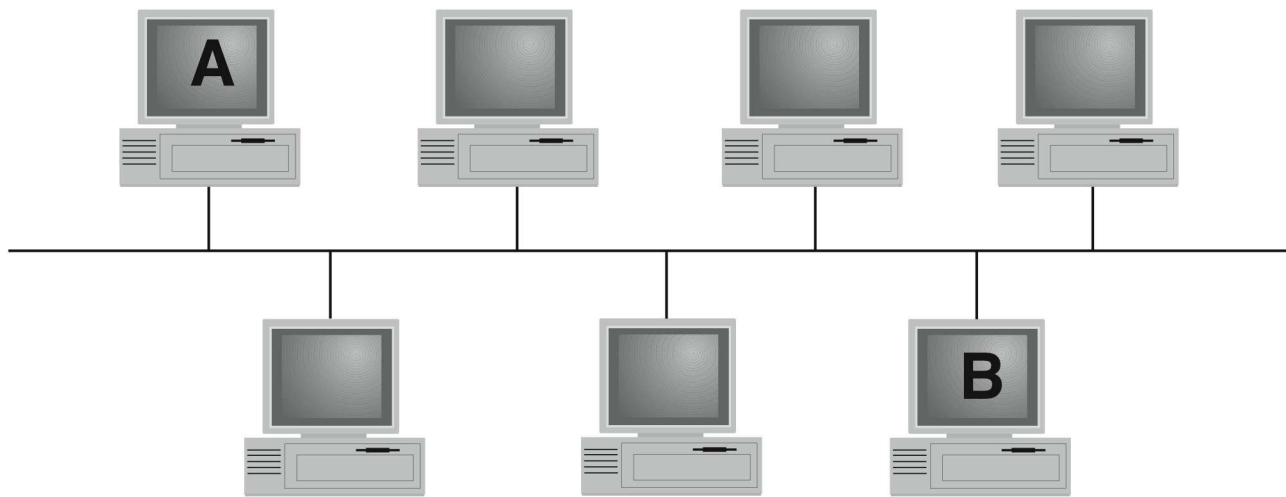
- “A bundle of data...”
- 1s and 0s
 - “bits”
- 8 bits = “octets” or “bytes”

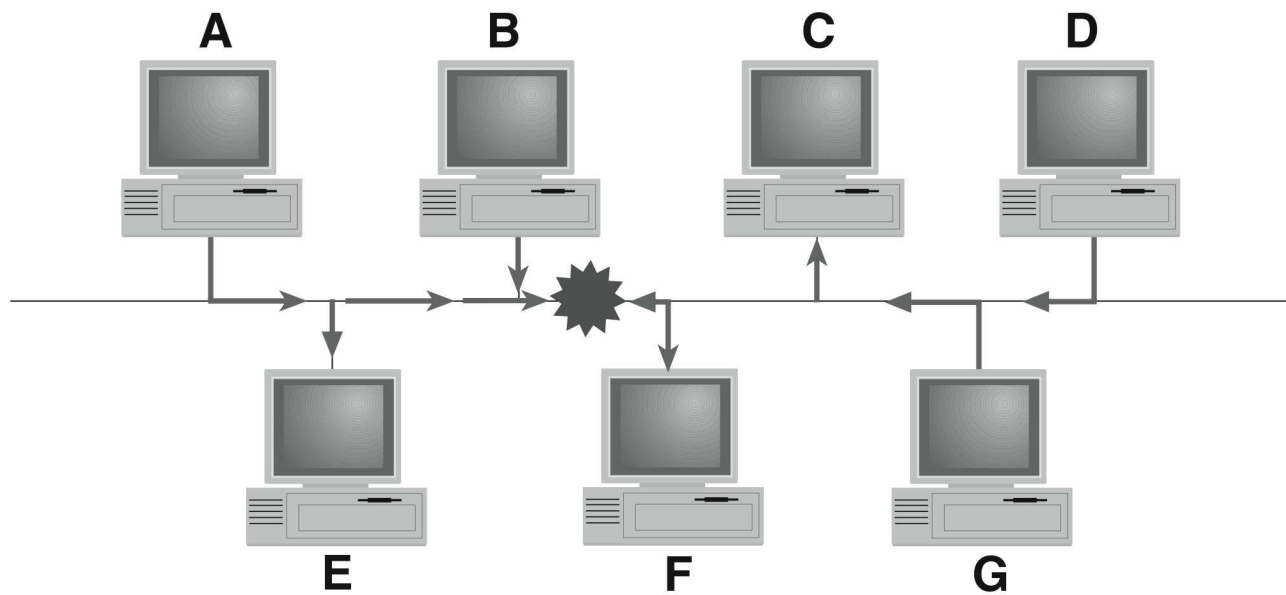
5.1.3.1. People packet

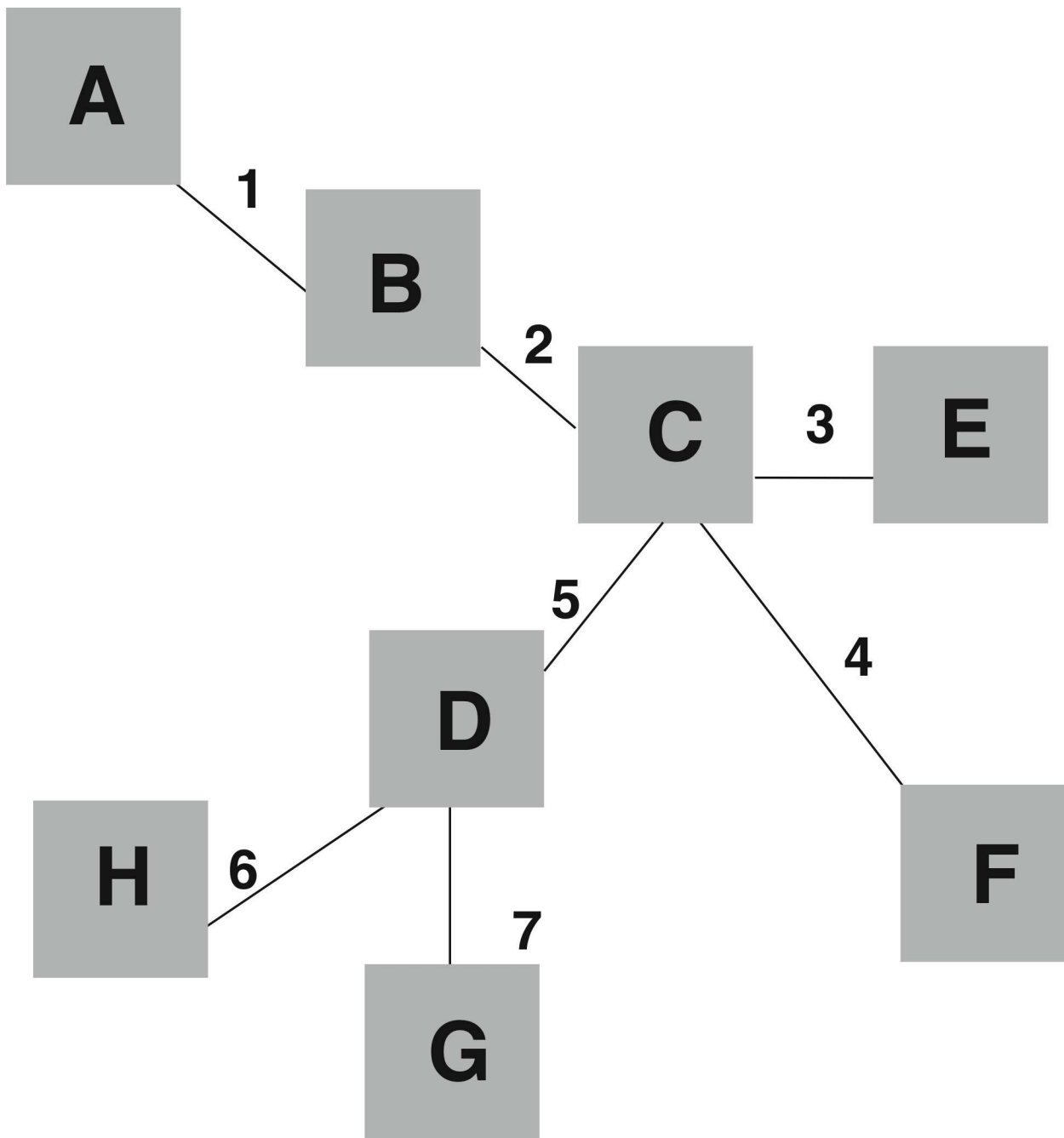


5.1.4. Ethernet frame









5.2. Wide Area Networks

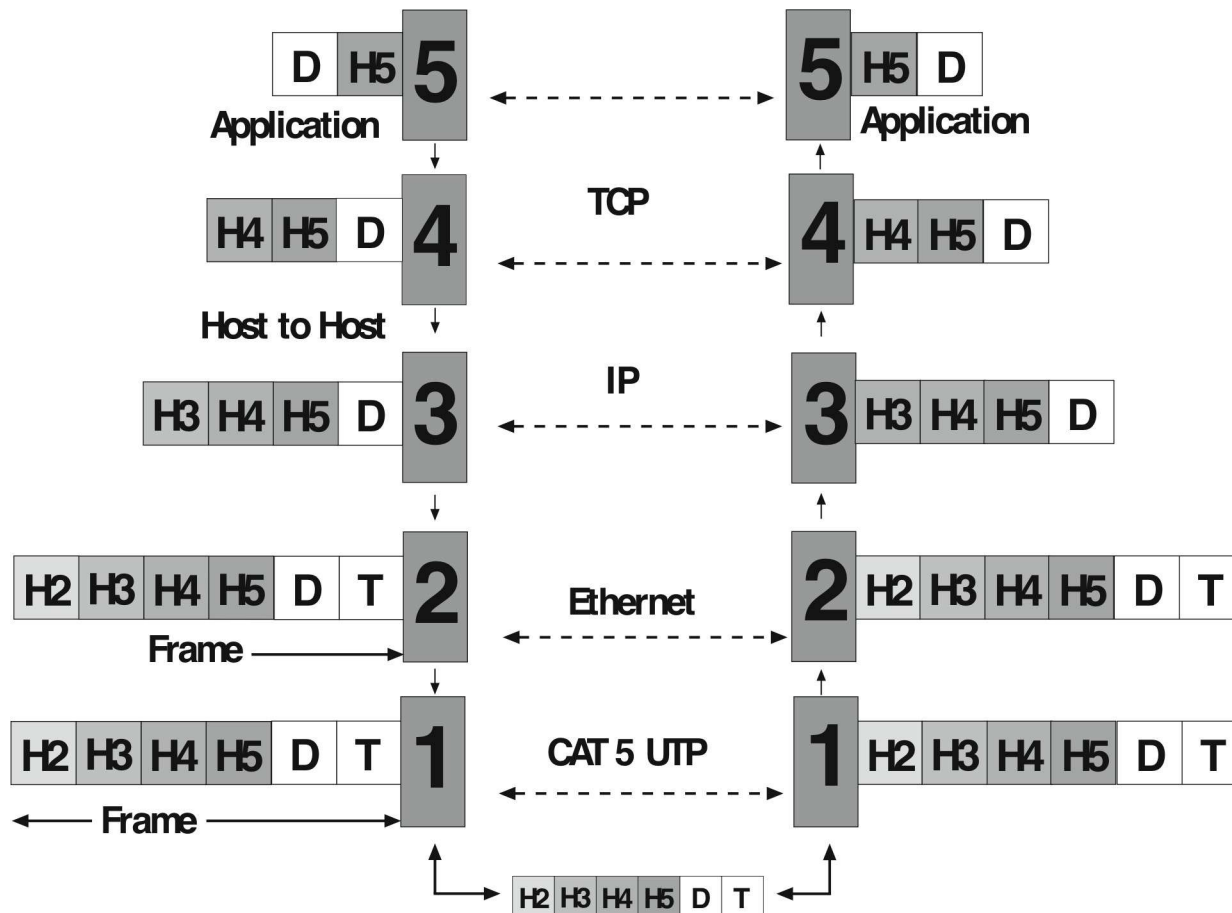
5.2.1. Layers 1&2

- Many technologies
- X.25
- Frame Relay
- T1, T3
- SONET (Synchronous Optical NETwork)

5.2.2. Big News

- These days, its almost all the Internet

OSI Reference Model		TCP/IP	
7	Application	Application	4
6	Presentation		
5	Session	Host to Host	3
4	Transport		
3	Network	Internet Layer	2
2	Data Link		
1	Physical	Network Access	1

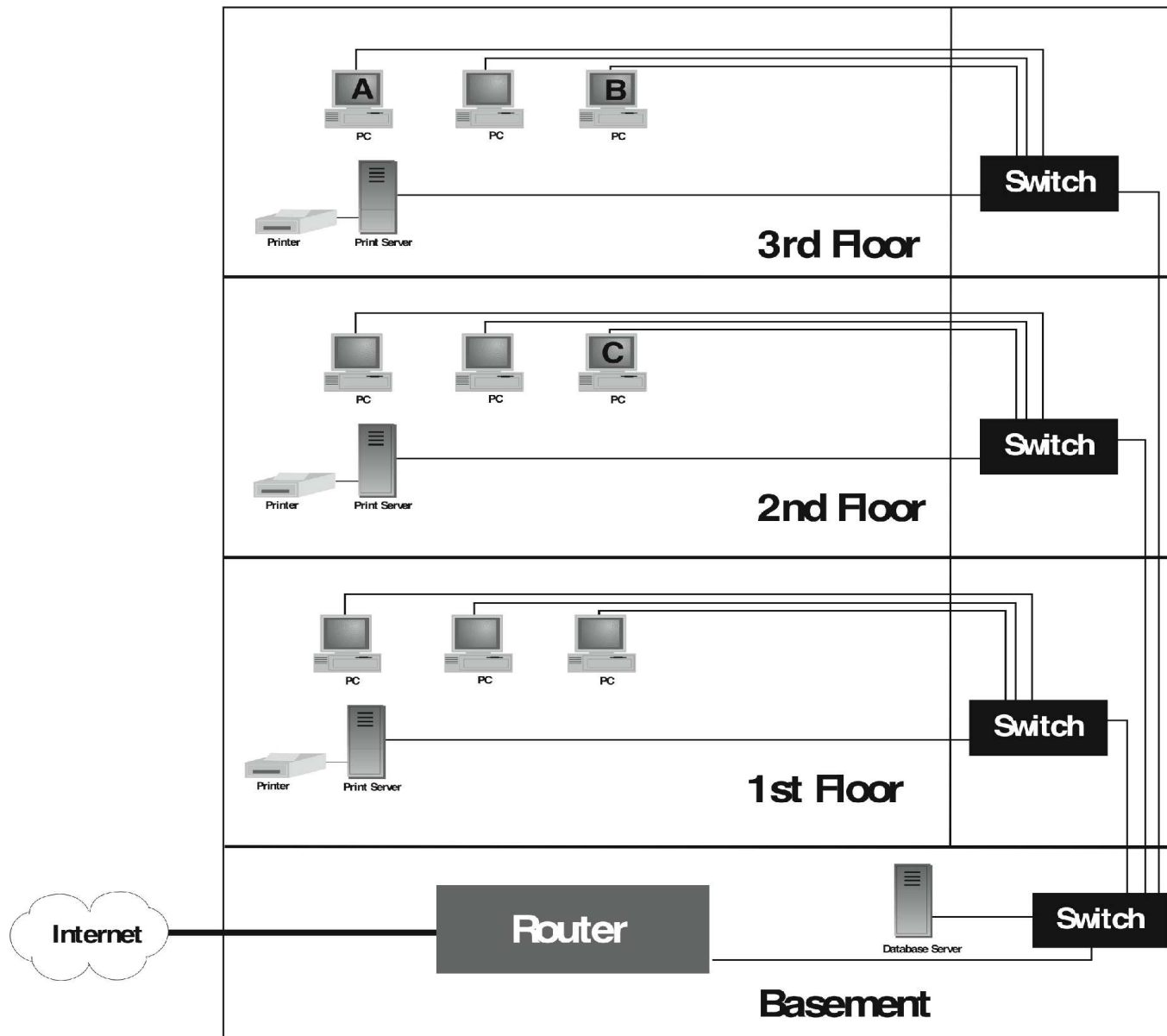


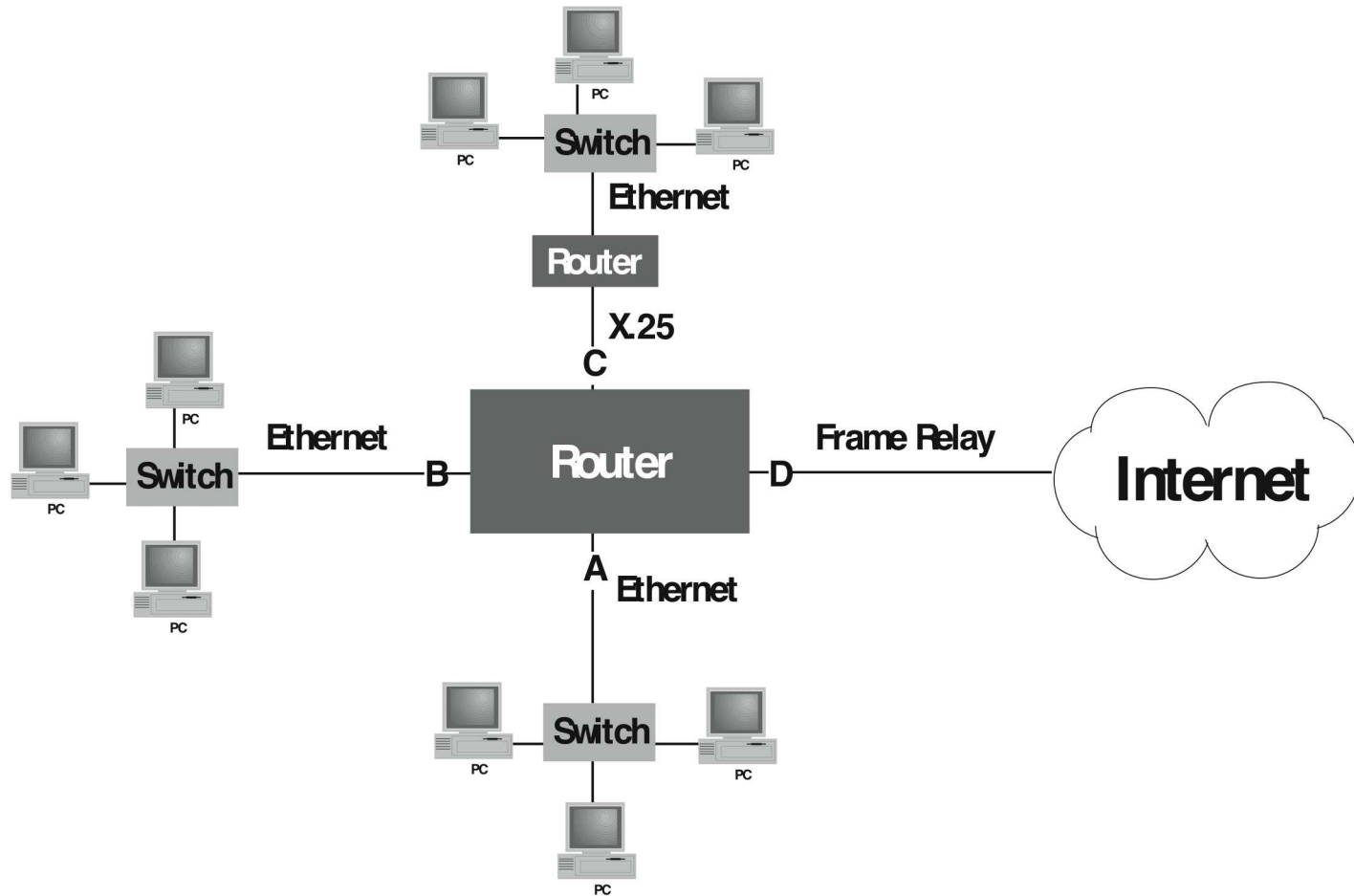
5.2.3. Layer 3

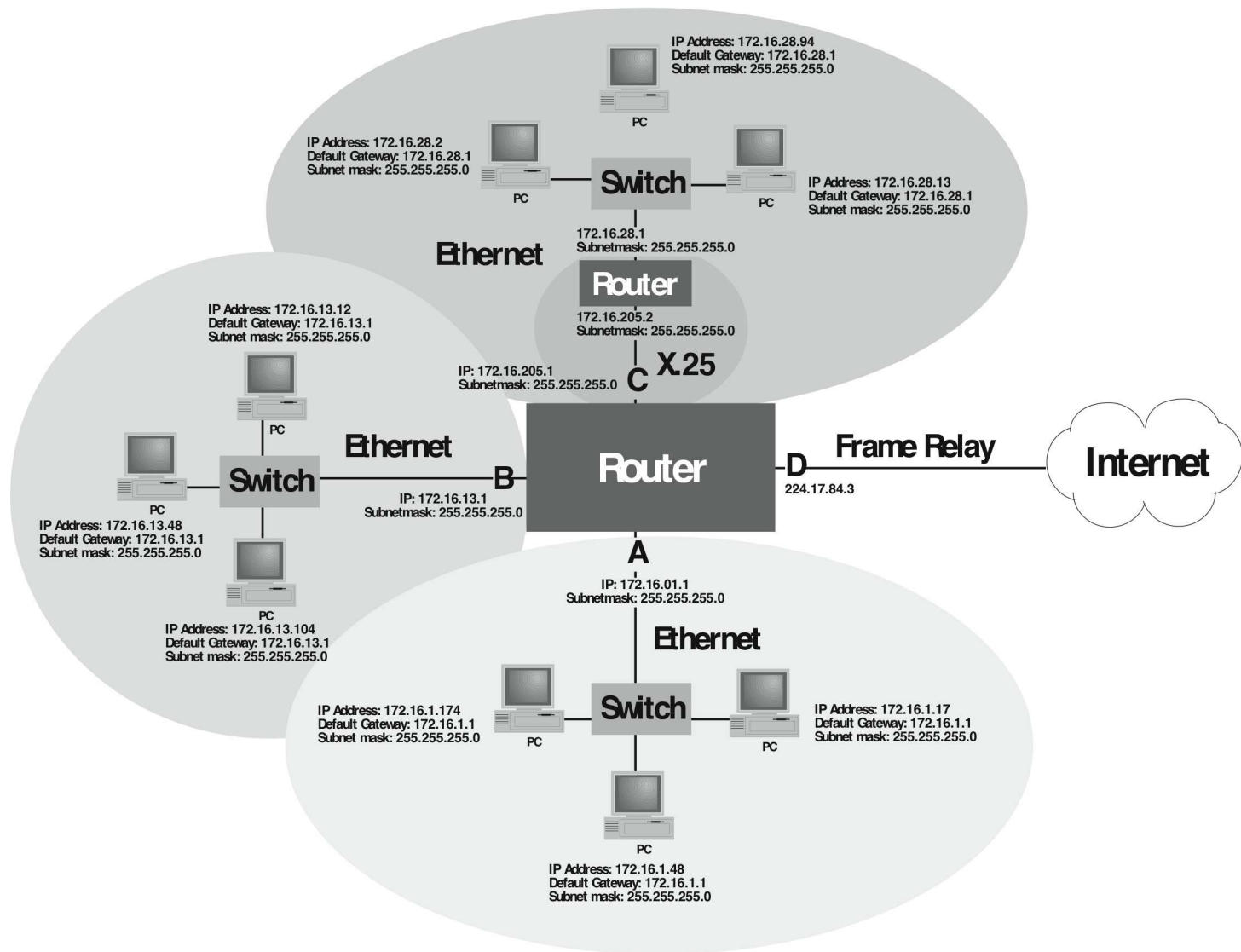
- Routing
- Network addresses such as Internet Protocol (IP) addresses
 - 151.174.6.4
- Hardware: Routers or “Layer 3 switches”
- DNS (Domain Name System -- or Service -- or Server)

6. Why the Internet?

- Open architecture
- Robust protocols
- ASCII
- Competitive markets
- Cross platform
- Client/server
- Bottom up development







Never take counsel of your fears

- drdata@molyneux.com